

INTERACTIVE BATTLING ROBOTS WITH UNIVERSAL VEHICLE CHASSIS

ABSTRACT OF THE DISCLOSURE

5 A universal chassis which may be assembled with modular componentry allowing for a play pattern with the user in which modification of the overall construction of the vehicle is encouraged. The modularity is purposely built in to allow users to modify their Battlebot chassis. In
10 operating the configured vehicle, two motors, i.e., left and right, are provided with pulsed controlled operation to facilitate two-speed performance. The ability to transmit/receive IR signals modulated on one or more of multiple carriers facilitates the play pattern with simultaneous operation of multiple vehicles. An impact sensor or the like provides for
15 detecting impacts, and processor control may be used for counting impacts in order to modify the functionality accorded to the user with the universal chassis. The mechanical subassemblies (such as weaponry providing a play pattern as between remote control vehicles operable simultaneously such that overall functionality) may be removed or limited based on collisions or damages taken on by the vehicles.